



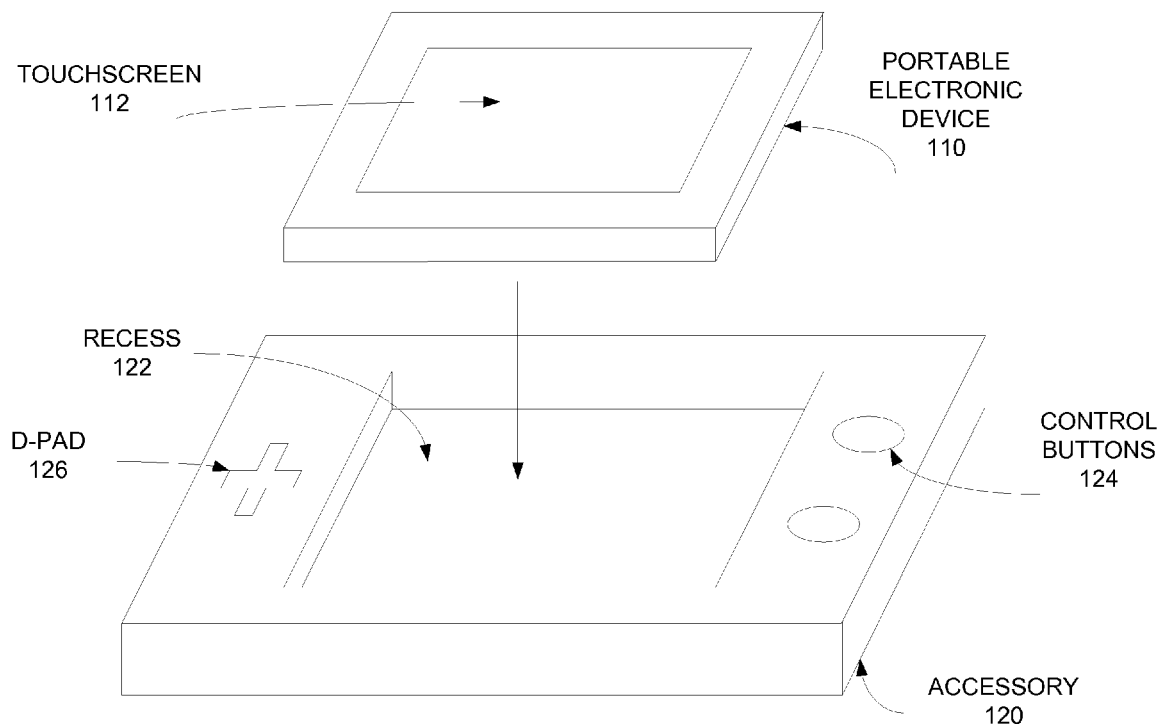
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(19) **United States**(12) **Patent Application Publication****Alten et al.**(10) **Pub. No.: US 2010/0081505 A1**(43) **Pub. Date: Apr. 1, 2010**(54) **ACCESSORY FOR PLAYING GAMES WITH A PORTABLE ELECTRONIC DEVICE**(52) **U.S. Cl. 463/36; 463/47**(75) Inventors: **Brett Gregory Alten**, Cupertino, CA (US); **Sanjay Sadanand Gadkari**, San Jose, CA (US)

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SAN FRANCISCO, CA 94111-3834 (US)**(73) Assignee: **Apple Inc.**, Cupertino, CA (US)(21) Appl. No.: **12/242,221**(22) Filed: **Sep. 30, 2008****Publication Classification**(51) **Int. Cl. G06F 17/00 (2006.01)**(57) **ABSTRACT**

Circuits, methods, and apparatus that provide user interfaces for playing games on portable electronic devices. One example provides a game accessory having input controls for playing video, audio, and other types of games. The game accessory can have input controls, such as buttons, joysticks, and D-pads. Another example provides a game accessory having a thumb pad or keyboard. Other possible features include microphones, cameras and camera lenses, speakers, a second screen, rumble, and motion detection. The game accessory may have a recess sized to fit the portable electronic device. Inserts or removable adapters can be used to fit portable electronic devices having different sizes. The portable electronic device can be held in the accessory using sliding covers, clips, or other engaging members. In other examples, the accessory can communicate with another accessory for head-to-head game play. The accessory may include circuitry for power, identification, and authorization.



Portable electronic device can fit in game accessory for landscape use.